Murloc

"Mrglefurglesurlge ugbugrguburgle ughibburgul! Ooouurgllrlrlml raauuurlrlrle bauugrgleshmg urgleshurgle shrwrelrwlgle! Aurgleshmrgle aurlwlgurrglrlrlgle, bauugrgleshmg mrglefurglesurlge! Nurgle raauuurlrlrle shmrglrgle!"

- Tilguulil, Druid of the Sharkwake Tribe

From the Depths

Murlocs are a race of amphibious fish men with bulbous heads, rows of sharp teeth, and a surly demeanor. Murlocs are an extremely territorial people, placing extreme importance on their own lands and posessions. Given that they are generally violent and very few have bothered to learn any language other than their own guttural Nerglish, conflict along the water's edge seems inevitable.

Murlocs possess a rich oral tradition, and place high value on storytellers who pass down their tribal grudge matches. Though individual Murlocs may possess the attention span of a fish, the memory of their cultural feuds can last for centuries. Once a tribe has been driven from their lands by settlers or soldiers, the Murlocs will remember. It may take several generations of harassment, but eventually the Murlocs will return to reclaim their land.

Dark Whispers

The Murloc religion is very strange to outsiders. Although many revere some unnamed god of the deep sea, their more common form of worship is ever-changing. Murloc beliefs incorporate powerful creatures that live around them, and their pantheons are dynamic, changing to include new creatures they encounter.

They may add or remove creatures to their worship structure to reflect recent events. A tribe may venerate a whale (or may even raise its status to whale-god) until a giant sea-serpent drives it away, at which point their beliefs change to center on the sea-serpent as the chief object of their reverence.

A nearby creature that exemplifies Murloc values — such as a strong shark or a quick fish — becomes a living symbol of the Murloc faith. As the animals die or move on, the Murloc faith mutates to find new symbolism in their surroundings.

Life on the Water's Edge

Murloc villages consist of a collection of rough mud-and-twig huts strewn about without pattern. These villages typically have no fire, no clear walkways, and no fortifications. The huts are crude and plain, and the settlement is otherwise featureless except for the shallow basin often found behind the shaman's hut. Most huts stand on stilts to protect them from the tides and flooding.

In sharp contrast to their primitive exteriors, the interior walls of most murloc huts are often elaborately decorated. Some depict branching coral while others contain mosaics of shell and stone and yet others possess surprisingly delicate tapestries of shaded seaweed. The huts are usually open to the air, with small wooden pillars to hold the roof. Murlocs sleep in the water or on woven mats of seaweed, tied firmly enough to maintain their shape but still loose enough to look like small rectangular nets. Hooks of coral hold weapons and other items on the walls or pillars.

Murlocs rarely work in metal and almost never touch fire. They are expert carvers, however, and can work stone, shell, coral, or wood into fabulous shapes and amazing scenes and designs. Shaman staffs are also works of art, carved to hold bone and shell chips as well as teeth, flippers, and claws of various sea creatures not seen by most land dwellers.

Strange Sounds

Most Murlocs speak only their native tongue, Nerglish. It is a strange, fluid language that can oftentimes seem comical to outsiders. There is no written script for Nerglish, as the Murlocs have a purely oral tradition of history and information sharing.

Murloc Names

Murloc names contain many wet, soft sounds; "sh"s, "l"s, and "m"s are common. Their tribe names recall something of the tribe's accomplishments, appearance, history, or tradition. Among other races, they may just use their tribal name or even a local nickname.

Male Names: Ashmol, Bralk, Gelihast, Gurmel, Loshof, Molgloo, Shlesh, Slark

Female Names: Bialga, Lishal, Loomalil, Malash, Nareesh, Orgloom, Seeshen, Shyresh

Tribe Names: Blindlight, Bluegill, Cruelfin, Elfgutter, Greenscale, Greymist, Saltspittle, Scargill, Tidehunter

Murloc Traits

All Murloc, regardless of their subrace, share a few things in common.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Murlocs reach maturity at a relatively young age, generally around twelve years old. Although they can biologically survive well into their fifties, few live past twenty due to the harsh nature of their environment.

Alignment. As a general rule, the savage and selfish Murlocs are neutral evil. However, Murlocs are more intelligent than they are often given credit for, and may make choices outside the normal pattern.

Size. Murlocs stand slightly smaller than the average humanoid, although this is largely due to their bent posture on land. Your size is medium.

Speed. Your base walking speed is 30 feet. You have a swim speed equal to your walking speed.

Amphibious. You can breathe both air and water. In addition, you gain advantage on any Dexterity (Acrobatics) or Strength (Athletics) checks made while completely submerged.

Murloc Weapon Training. You have proficiency with the javelin, spear, trident, and net.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak Nerglish and you can speak, read, and write one other language of your choice.

Subrace. Murlocs are divided into a number of mutations, covering a range of possible habitats and states.

Nargil (Rivers and Lakes)

The Nargil are the most commonly seen subrace of Murloc, with scale patterns in bands of green, yellow, and orange. As the only "freshwater" Murlocs, the Nargil are the subrace most likely to come in to contact with humans and other land races. They live in crude wood huts constructed along rivers and lakes, often far from the sea.

This close proximity to other races has had a surprising effect on some young Nargil, who have begun to question their culture's xenophobic ways and attempted to venture out into the world. But for most Nargil Murlocs, savage defense of their homeland is still the top priority.

Primarily pack hunters, the Nargil rely on surprise, intimidation, and pure numbers to overwhelm their foes. For many unfortunate people living near the water's edge, the last sound they ever hear is a garbled "Aaaghiburgurgle!"

Ability Score Increase. Your Strength score increases by 1.

Aaaghiburgurgle! You may take the Dash action as a bonus action. You may not use this ability again until after a short rest.

Orgul (Beaches and Coral Reefs)

In patterns of blue, grey, and gold, the Orgul Murlocs patrol up and down beaches all over the world. Although all Murlocs possess some reverence for magic, the Orgul take a cultural interest in spells and magic items. Though they often build huts on beaches and above ground, it's not unusual for a portion of their tribe to live beneath the waves, in crudely hollowed out caves or coral reefs.

Considered by many scholars to be the "smartest" of the Murloc subspecies, the Orgul are far more likely to use stealth, terrain, and other ways of gaining advantage in a battle before engaging their foes. The shamans and sorcerers among them may even lay magical traps or choose careful positioning to rain down death and destruction on those who threaten their territories.

Ability Score Increase. Your Wisdom score increases by 1.

Wurglewurl! You know the spell *Fog Cloud*, which may be used once per short rest. Wisdom is your spellcasting ability for it.

Almush (Deep Sea)

An extremely mysterious subspecies, the Almush are almost never seen by the land-dwelling races. With dark purple or blue coloration, they blend in well in the darkest areas of the deep ocean. Similar to the angler fish, the Almush have a special dangling light on a stalk that they use to lure their prey in. They are heartier than the average Murloc, able to survive the crushing depths with ease.

They live exclusively in underwater cave systems, many of them a labyrinth to the inexperienced outsider. These caves will be full of blind corners and traps, perfect for defense.

Almush Murlocs very rarely intreract with any creatures outside of their own tribe, unless it is to hunt them. Extremely xenophobic, the Almush have a "stab first, ask questions later" policy when it comes to strangers.

Ability Score Increase. Your Constitution score increases by 1.

Blindsight. You can perceive your surroundings without relying on sight, within 20 feet.

Blurglah! As an action, you may cause your angler light to suddenly flash, emitting a blinding light. All enemies within 30 feet that can see you must succeed at a Constitution saving throw DC 14 or become blinded for one turn. You may not use this ability again until after a long rest.

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If you have any questions, comments, or critiques, please contact /u/Maclimes on Reddit.

Note: Some of the lore text is copied and pasted over from this wowwiki article: http://wowwiki.wikia.com/wiki/Murloc

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